VIDEO GAME

OPERATION
MANUAL

MOTOR CYCLE

CARTRIDGE NO. PC-502

WHAT IS PC-502?

- The PC-series is a number of cartridges which work with the programmable TV game console unit. PC-502 is one of the choices.
- Each type of cartridge offers a particular category of games. Thus one console plus several items of the PC-series means several separate sets of the conventional type TV games.
- PC-502 offers 4 games of the 'motorcycle' category: Stunt cycle, Motor cross, Drag race, and Enduro.

WHAT ARE THE REMARKABLE FEATURES OF THESE GAMES IN PC-502?

- Automatic scoring display.
- Nerve-racking throttle control.
- Easy and hard mode selection.
- Wheelie action of the bike.
- Realistic audio & video effects — controllable sound effect is a feature of the console rather than the cartridge itself. but when applied in these games it is a live show of bikes on track. You can choose either sounds coming from TV set or the game unit, or from both sources

Before playing the game in this cartridge, please read the following important information carefully.

WHAT ARE THE SWITCHES & CONTROLS OF THE CONSOLE UNIT FOR WHEN USED WITH PC-502?

- **Professional/Amateur** This basically determines whether you are playing at the difficult or easy level. For details refer to the last section 'Game Description'.
- **Game Reset** Press 'Reset' to restart the game. After reset, the scores displayed on the screen will either be 0 : 00 or 0 : 8, depending on what game item it is. For details refer to Games Description.
- **Game Select Buttons** the Corresponding push buttons for the 4 games are:

Game	Button No.
Stunt cycle	1, 2, 3
Motor cross	4, 5
Drag race	6, 7, 10
Enduro	8, 9

N.B. Some switches of the console are not made use of when playing PC-502. The user should not misunderstand that they are malfunctioning; Neither should he be misled by the switch names which are based on other PC-series and are serving

the intended functions fully and properly therein.

PC-502 CONTROL FUNCTION	NAME OF THE CONTROL ON GAME CONSOLE UNIT
Power On/Off and Volume Control	Power On/Off and Volume Control
Professional/Amateur – Hard / Easy Mode	TEAM-L Switch
Game Reset	Game Reset Switch
Game Selection	Game Select Buttons
Throttle Control (Left-Joystick Control, Vertical Movement Only)	Left Player Joystick Control

HOW TO PLAY

Steps:

1) Insert PC-502 into the Cartridge Socket. Be sure it is in the manner mentioned on the cartridge label.
2) Connect the Antenna cable to TV set.
3) Turn on your TV set & TV game console.
4) Select the TV channel labelled on the bottom of the console unit.
5) Adjust TV fine tuning to get the best picture image and clearest sound.
6) Start playing your game with the Left (only) control box.

GAME DESCRIPTION

Motorcross

Once either No. 4 or 5 game key is pressed, the TV screen will display a bike and rider, a 3-digit score and 3 tracks. There is one obstacle per track in easy mode (Fig. 1) but there are two per track in hard mode (Fig. 2).

The object of this game is to traverse the three tracks in the shortest time. Doing a wheelie over each obstacle. The score counters record the run time in the same manner as the Sprint game.

In Motorcross, the crash is not caused by over acceleration. The crash is caused by not doing a wheelie over an obstacle. In the wheelie position, the bike will have the front wheel lifted off the track. A crash into an obstacle will flip the bike upside down and produce a screeching sound. The score is reset at the end of the crash.

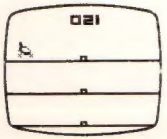

Fig. 1 Motorcross (Easy Mode)

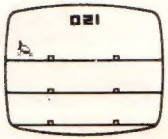

Fig. 2 Motorcross (Hard Mode)

Stunt Cycle

Once either No. 1 2, or 3 game key is pressed, the TV screen will display a bike and rider, a 2-digit score and 3 tracks, and 8 buses with front and back ramp on track 3. The object of this game is to control the throttle speed in order to jump over the ramps and buses located on track 3 properly. The game begins with 8 buses and with each successful jump over the ramps and buses, an additional bus appears. The game is over when the maximum number of errors has been reached, which depends on the position of the PRO/AM (HARD/EASY) option switch. In EASY mode, 7 errors (crashes) per game are allowed but it is 3 errors (crashes) per game in HARD mode. This game is illustrated in (Fig. 3).

Errors are caused by accelerating too rapidly, insufficient speed to clear the buses, or landing too far away from the back ramp after the jump. The bike and rider flip upside down and a screeching sound indicates an error. The score records the number of errors in the first digit and the number of displayed buses in the next two digits.

Enduro

This game starts with game key No. 8 or 9. It is similar to STUNT CYCLE with the addition of obstacles on track 1 and track 2, as shown in (Fig. 4) (EASY MODE) and (Fig. 5) (HARD MODE). The object of ENDURO is to do a wheelie over each obstacle and then adjust the throttle for the correct speed to jump over the buses on track 3. The PRO/AM (HARD/EASY) option switch select 2 obstacles per track and allows 3 errors (crashes) per game in the HARD mode and 1 obstacle per track and 7 errors (crashes) per game in the EASY mode. Errors are caused by over acceleration, not in wheelie position over the obstacles, insufficient speed to clear the buses, or landing too far away from the back ramp after the jump. The score records the number of errors and the number of buses displayed the same as in the game of STUNT CYCLE.

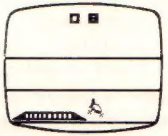

Fig. 3 Stunt Cycle

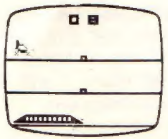

Fig. 4 Enduro (Easy Mode)

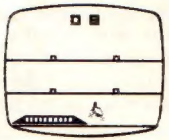

Fig. 5 Enduro (Hard Mode)

Drag Race

Pressing either No. 6 7 or 10 key, the TV screen will display a bike and rider 3 tracks and a 3-digit score as shown in (Fig. 6) The object of this game is to reach the end of track 3 in the shortest time. The 3-digit

score is automatically reset as the rider first begins to move on track 1 and the score is incremented until the game is over. The score appears centered on the screen above track 1, and the score remains until the start of the next game.

DRAG RACE requires speed shifting to achieve the lowest time scores. As the throttle speed is increased and the rider begins to move, the bike is in speed one and moves at a set rate across the screen. The only way to accelerate the bike motion is to return the throttle to a 'SLOW' position and then turn to a 'FAST' position. The shifting procedure will move the bike into speed 2 and it will go across the screen at a faster rate.

Another 'SHIFT' will allow speed 3. The PRO/AM (HARD/EASY) option switch provides a difficult factor In the HARD mode a crash occurs if the player tries to increase the throttle speed too rapidly. A crash will flip the bike upside down and the sound will be a high-pitch screech. At the end of the crash, the bike and rider are reinstated on track 1 and the score reset. In the EASY mode, no crash happens.

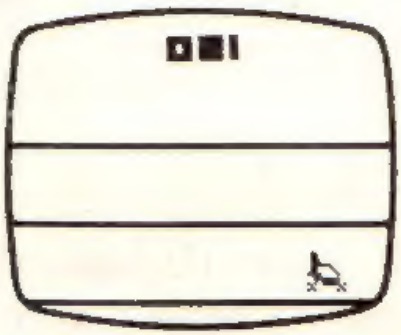

Fig. 6 Drag Race

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